

In the Claims:

Cancel claims 1-20.

Add the following new claims:

Sub. B1 > 21. (NEW) A method for playing a competitive card game
simulating wrestling matches, the method comprising the steps of:

AI (a) providing a stack of playing cards for each player
playing the game, each card representing a specific wrestler and
having indicia thereon representing various information about the
wrestler, the information on each card includes statistics of the
specific wrestler;

(b) selecting a card from the stack of each player;

(c) choosing one category of the statistics to be compared;
and

(d) comparing the statistics of the wrestlers on the chosen
category on the selected cards to determine a winner of the card
game.

Cont
A1
22. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the categories are chosen from a group consisting of height, weight, number of titles, bicep/tricep size, chest size and crowd appeal.

23. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 22, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards are compared and the player with the card having the highest statistic wins the cards of the other players.

24. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein during the comparison step, at least one of the statistics of the wrestlers represented on the selected cards are compared and the player with the card having the highest statistic wins the cards of the other players.

25. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the choosing step includes having one of the players choose the category of the statistics to be compared.

Cont
A1
26. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 25, wherein during the comparing step, if the statistics in the chosen category on the selected cards are the same, then another player chooses another category of the statistics to be compared.

27. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 21, wherein the information on each card includes an image of a specific wrestler thereon.

28. (NEW) A method for playing a competitive card game simulating wrestling matches, the method comprising the steps of:

(a) providing a stack of playing cards for each player playing the game, each card representing a specific wrestler and having indicia thereon representing a ranking of the wrestler;

(b) selecting a card from the stack of each player; and

(c) comparing the rankings of the wrestlers on the selected cards to determine a winner of the card game.

29. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, wherein

Cont
A1
during the comparing step, the rankings of the wrestlers represented on the selected cards are compared and the player with the card having the highest ranking wins the selected cards of the other players.

30. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, wherein the selecting step includes having the players drop the selected cards so as to tumble end over end and land either face up or face down and the comparing step includes comparing the rankings of the wrestlers represented on any of the selected cards which are face up and the player with the card having the highest ranking wins the selected cards of the other players.

31. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 28, wherein the information on each card includes an image of a specific wrestler thereon.

32. (NEW) A method for playing a competitive card game simulating wrestling matches, the method comprising the steps of:

(a) providing a playing card for each player, each card representing a specific wrestler and having indicia thereon representing a rating of total amount of punishment of the

Cont
A1
specific wrestler represented thereon can sustain and a rating of punishment of each wrestling move of the specific wrestler represented thereon can inflict on an opponent; and

(b) each of the players sequentially selecting a wrestling move to be performed from the card of the player and subtracting the rating of punishment of the selected wrestling move from the rating of total amount of punishment of the card of another player, said sequential selection and said subtraction continuing until one of the players depletes the total amount of punishment of the other player.

33. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 32, wherein the sequential selecting step is performed using at least one die.

34. (NEW) A method for playing a competitive card game simulating wrestling matches in accordance with claim 33, wherein the at least one die are sequentially rolled by the players and the at least one die provides information to pick the wrestling moves and thus the rating of punishment to be subtracted from the ratings of total amount of punishment of the card of the other player.